

# Immersive Technologies: Virtual & Augmented Realities

A speeding, revolutionary  
evolution in entertainment  
technology.

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# Overview

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# History

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- 1968 - 1991: Virtual Reality is first researched & experimented with.
- 1991 - 2010: First developments of public VR entertainment & gaming.
- 2010 - 2015: Major strides in developing portable VR devices as more invest in the industry.
- 2015 - Present: VR market skyrockets as the technology continues to advance.



# Plan & Implementation

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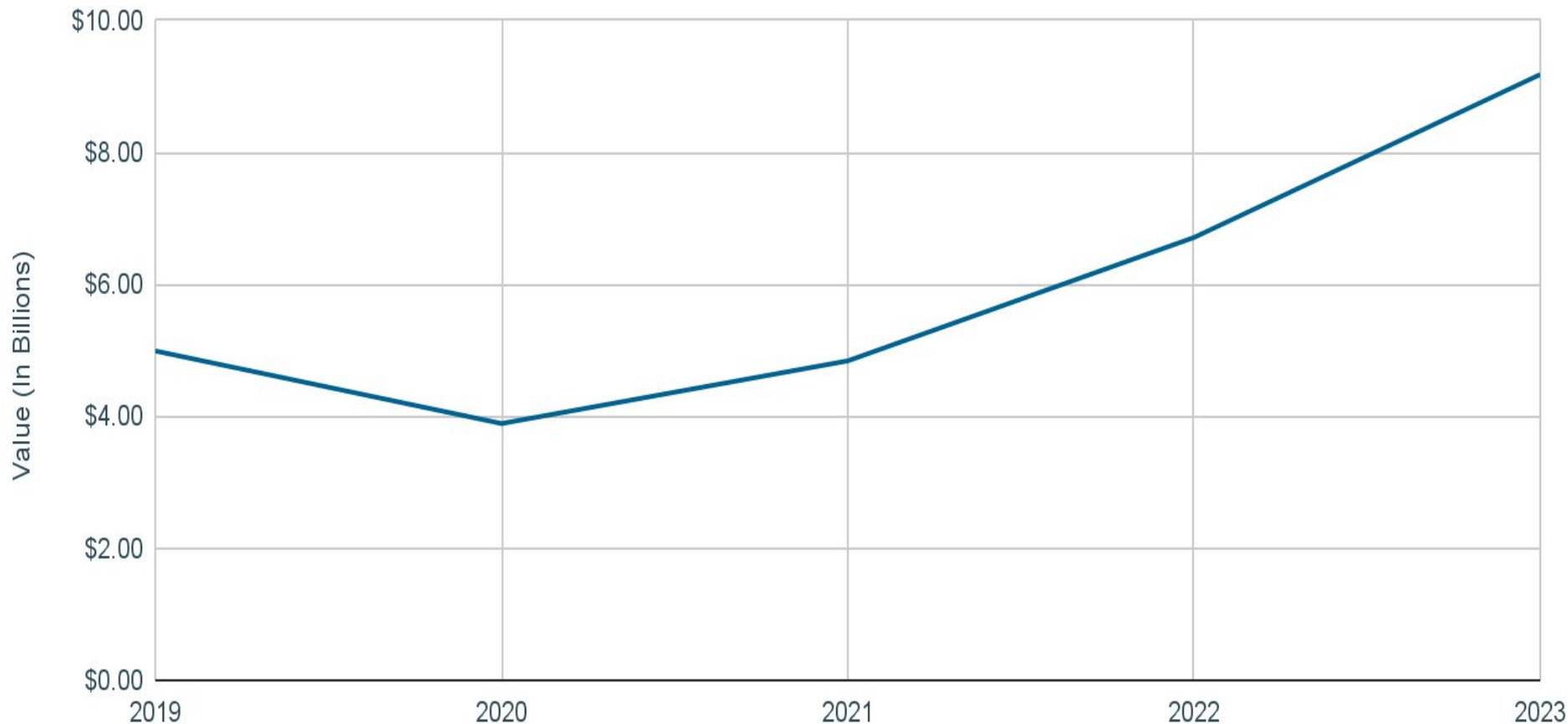
VR tech has already become a major impact in the economy. Some examples of where VR tech impacts include:

- Businesses & Work
- The Military
- The Entertainment industry
- Social Media



## Total Value of VR Industry since 2019

The Industry has nearly *doubled* in the last 2 years, & is forecasted to continue rising in value.



# Upsides

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The VR industry has many benefits, not only for entertainment.

- VR Military simulations such as VBS3 decrease resource consumption & risk of injury in military training, much less costly than live training.
- VR allows new innovative forms of entertainment for the public to gravitate towards.
- VR provides new job opportunities for VR-oriented developers & innovators.



# Downsides

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The VR industry does however have some downfalls.

- VR is costly, and isn't entirely ready for full commercialization.
- VR is a new technology, and people are still experimenting with different forms to increase performance and reliability.
- VR is exploitable and uncomfortable for many people, as it is an entirely new form of digital interaction.



# Summary

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Virtual Reality isn't really there yet, but it has great potential with all of the technology and investment people are starting to put into it. I believe we could be seeing an exponential increase in VR technology being utilized for all sorts of things, from business meetings to at-home entertainment.





# References

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